PES 2008

PRO EVOLUTION SOCCER™

EVERYONE

CONTENT RATED BY ESRB

KONAMI

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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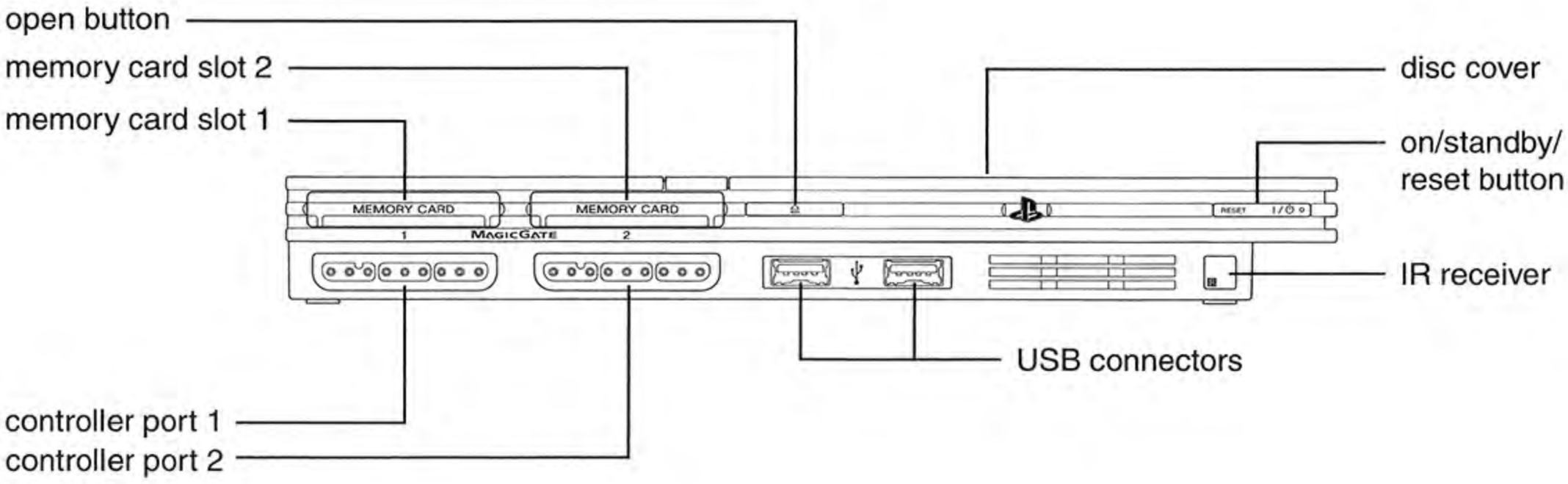
Thank you for purchasing PES 2008 from Konami. Please read this manual thoroughly before playing the game.
Also, please keep this manual in a safe place so you can refer to it easily later. **NOTE:** Konami does not re-issue manuals.

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Pro Evolution Soccer™2008 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

System Settings

This menu is offering many useful functions, such as the Button Configuration screen and data management controls.

PES Data Control: Use this option to load and save Option Files, copy and delete data, and import data from a Pro Evolution Soccer 6 Option File. If you activate the Auto Save feature, all settings adjustments will be automatically saved to your Option File.

PSP® (PlayStation® Portable) Data Link: Transmit edited data to the PSP® exclusive software Pro Evolution Soccer 2008. The exact data transmitted depends upon the mode on the receiving end.

Button Configuration: Use this menu to tailor controller settings to suit your personal preferences. Highlight an action with the directional button and then perform the desired swap with the ⊗ button. Use the ◎ button to switch between controls for attack and defense. You can also press the ■ button to load saved Button Configuration settings from the Option File.

Sound Settings: You can adjust commentary, music and sound effect options here.

Screen Settings: Use this option to reposition the game display on your television or monitor.

Language: Select the language of the in-game text and commentary

Gallery

Visit the Gallery to watch saved replays, view your trophy cabinet and track record and create music playlists. Choose the Credits option to be introduced to the team behind PES 2008.

PES-Shop: Pay a trip to the PES-Shop to spend PES "points" on a wide range of bonus features. A small amount of PES points are awarded after every match, irrespective of the result, and in far greater quantities when you win tournaments and leagues. You only receive PES points on the first occasion that you win a particular competition, though, so be sure to spend them wisely!

Saving Data

In order to store and update your Option File and save your progress in competitions, you will need a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. The Option File can only be saved to or loaded from a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 (or MEMORY CARD slot 1-A if using a multitap (for PlayStation®2)). Competition data is saved to MEMORY CARD slot 1 by default, but you can change the MEMORY CARD slot used to store progress at the Save and Load Screens.

Each file saved to a memory card (8MB) (for PlayStation®2) requires a certain amount of free space, as the following table explains.

FILE	SPACE REQUIRED
Options File	1154KB or more
Master League Data	803KB or more
Master League My Team Data	82KB or more
League Data 4	40KB or more
Cup Data	443KB or more
World Tour Data	117KB or more
Community Data	194KB or more
Community League Data	194KB or more
Community Cup Data	194KB or more
Formation Data	74KB or more
Replay Data	348KB or more

On the main menu screen in each game mode, selecting "Save" will take you to the Save Data Screen. Select where you want to save your data, and then press the ⊗ button to confirm your selection. Pressing the ◎ button at the Save Data Screen will bring up the Delete Saved Data Screen, which you can use to delete any unwanted PES 2008 files.

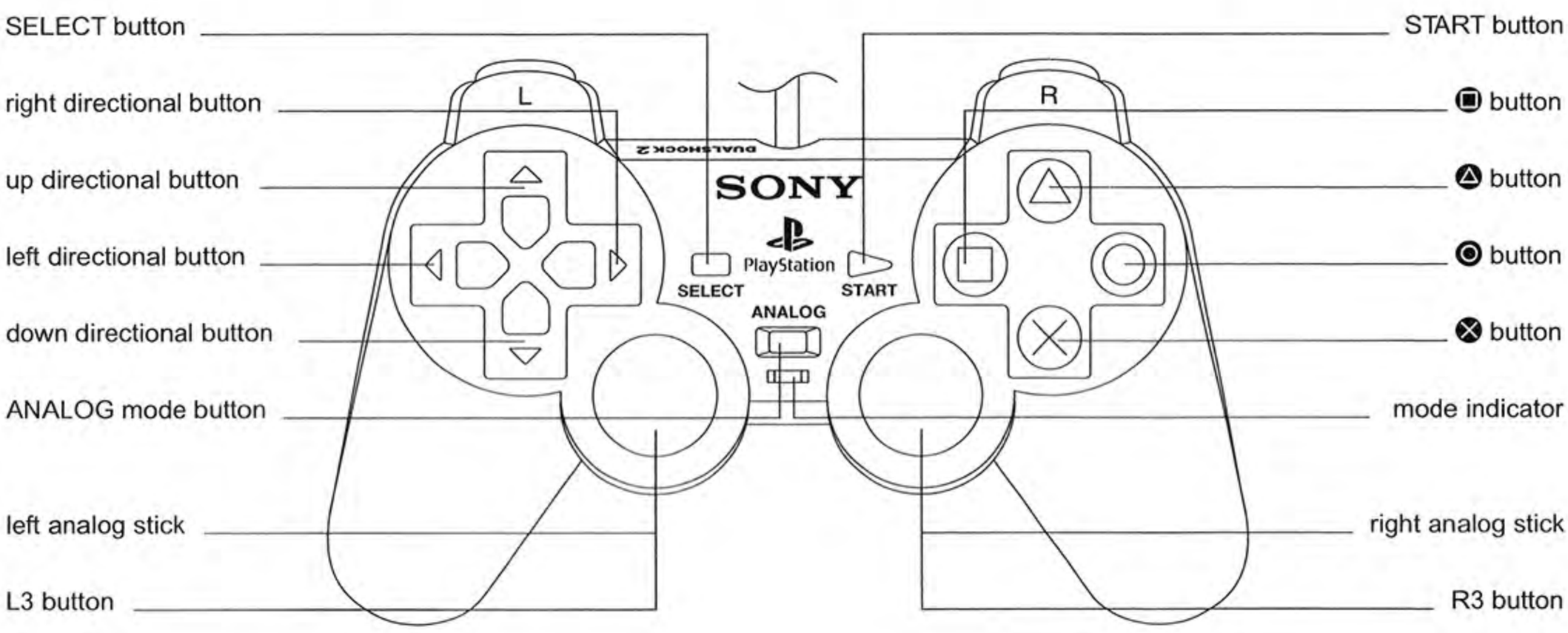
Using The Help Function

PES 2008 is a massive, feature-packed game, but every effort has been made to make it as accessible as possible. When the SELECT icon appears at the bottom of the screen, you can press that button to call up the Help Menu to view helpful advice at any time.

- Game Controls
- Basic Controls

Use your analog controller (DUALSHOCK®2) in controller port 1 to navigate menu screens. Use the directional button or left analog stick to move through menus, S button to confirm a selection, and Dbutton to cancel or move back through screens.

The diagrams below show the default settings for buttons and sticks on the analog controller (DUALSHOCK®2). They can be altered via the Button Configuration menu at the Options screen.



BASIC ATTACKING CONTROLS

L1 button:	Switch between Players
R1 button:	Dash
Directional button:	Player movement, dribbling
Left analog stick:	Player movement, dribbling
△ button:	Throw ball
○ button:	Cross/long pass
✕ button:	Short pass
□ button:	Shoot
Right analog stick:	Special controls
R3 button:	Manual pass

BASIC Defense CONTROLS

L1 button:	Switch between players
R1 button:	Dash
Directional button:	Player movement
Left analog stick:	Player movement
△ button (hold down):	Goalkeeper
○ button:	Sliding tackle
✕ button (hold down):	Tackle/apply pressure
□ button (hold down):	Clearance/close down

Dribbling & Trapping

Dribbling: Use the directional button to move when the ball is at your player's feet.

Dash Dribble: Press the R1 button while dribbling to sprint.

Extend Time Between Ball Touches: While holding the R1 button to sprint with the ball at your player's feet, rapidly press the directional button two or three times between touches to knock the ball further ahead. You can also achieve the same effect by repeatedly tapping the R1 button.

Greater Distance Between Ball Touches: While running with the ball with the R1 button depressed, hold the R2 button and press the directional button 45 degrees to either side of the current direction of movement.

Slow Dribble: Keep the R2 button depressed while dribbling to perform a "slow dribble". The ball will hardly leave your player's feet as you perform this technique, and it can be followed by a quick change of direction or one of many feints.

Sidestep: To move at right angles to the current direction of movement press the R2 button, then immediately press the directional button 90 degrees in either direction.

Stop the Ball 1: Release the directional button and press the R1 button to stop the ball's movement while dribbling.

Stop the Ball 2: Release the directional button and press the R2 button to instruct your player to stop and face your opponent's goal.

Jump: When an opponent executes a sliding tackle, press the R2 button to attempt to jump over it.

Shield the Ball: When the player has stopped with the ball at his feet, press the R2 button and then press the directional button away from the direction that your player is facing.

Control Ball: When receiving a pass, press the directional button to control the ball.

Stop the Ball: When receiving a pass, press the directional button while holding the R2 button to stop the ball and face the specified direction.

Stop the Ball & Turn to Face Goal: When receiving a pass, release the directional button and press the R2 button to turn to face the opponent's goal while trapping the ball.

Run Onto Pass: To instruct a player to turn and run onto an incoming pass without making an initial touch, hold the R1 button and press the directional button in the direction that the ball is moving.

Passing

Note: Use the directional button to specify the direction a pass should be played in.

Short Pass/Head Ball: Press the ⊗ button to make a short pass along the ground or head the ball. Hold the ⊗ button for longer to pass to a more distant player.

Backheel: Quickly push the directional button away from the player's current direction of movement and then press the ⊗ button.

First-Time Pass: Press the ⊗ button before your player traps the ball.

Long Pass: Press the ○ button. The distance of the pass depends on the length of time that the ○ button is held.

First-Time Long Pass: Press the ○ button before your player traps the ball.

Through Ball: Press the △ button. Holding the △ button down for longer will direct the pass to a more distant player.

First-Time Through Ball: Press the △ button before your player traps the ball.

Lofted Through Ball: Hold the L1 button and press the △ button.

One-Two Pass: Hold down the L1 button and press the ⊗ button to make a short pass, then press the ⊗ button before your teammate receives the ball to execute a return pass.

One-Two Pass with Lofted Return Ball: Hold down the L1 button and press the ⊗ button to make a short pass, then press the ○ button before your teammate receives the ball to execute a chipped return pass.

Pass and Move: Press the R2 button immediately after passing the ball to instruct the player to make a forward run.

Manual Pass: Push the right analog stick in the desired direction and then press the R3 button to execute the pass. The strength of the pass is determined by how long the R3 button is held down.

Manual Long Pass: Hold down the L1 button, push the right analog stick in the desired direction and then press the R3 button to execute the long pass. The strength of the pass is determined by how long the R3 button is held down.

Crossing

Note: Use the directional buttons to specify the direction of a cross.

High Cross: From deep in your opponent's half, press the ○ button.

Low Cross: From deep inside your opponent's half, press the ○ button twice.

Cross Along the Ground: From deep inside your opponent's half, press the ○ button three times to send in a low cross along the ground.

Lofted Ball: Press the R2 button while delivering a cross to loft the ball high into the air.

Early Cross: Hold the L1 button and press ○ button to cross the ball from any position in your opponent's half.

Shooting

Notes on shooting: Press the □ button to build up the power gauge. Release the □ button when the power gauge reaches the desired level, and your player will send a shot towards the goal. The length of the power gauge determines the power and height of your shot. Use the directional buttons to specify the required direction as the shot is made.

Shoot: Press the □ button.

First-Time Shot/Head Ball: Press the □ button just before the ball reaches your player to make a first-time shot or header on goal.

Controlled Shot: Press the R2 button when the power gauge reaches the desired level to make a shot that trades power for precision.

Chip Shot: Hold the L1 button and press the □ button.

Chip Shot Type 2: For a lob with a lower trajectory, press the □ button and then press the R1 button when the power gauge appears.

Tricks & Skills

Knock Ball Forwards: When a player is stationary with the ball at his feet, press the L1 button and R1 button simultaneously to push the ball forwards to make a shot or cross.

Step Over (Long): Press the L1 button twice, or press the right analog stick twice in the direction of movement.

Step Over (Short): Press the R2 button twice.

Stationary Feint: When your player is standing still with the ball at his feet, instruct your player to pretend to move with the ball by pressing the L1 or R2 twice. You can also achieve this by pressing the right analog stick twice in the direction that the player is facing.

Kick Feint 1: Press the right analog stick twice at a right angle to the current direction of movement.

Kick Feint 2: Press the □ button to bring up the shoot gauge, then press the ✕ button. For best results, press the ✕ button almost immediately.

Kick Feint 3: Press the ○ button . When the power gauge is displayed, press the ✕ button.

Kick Feint 4: Set up a cross and, just before the ball is kicked, press the ✕ button.

Kick Feint 5: While dribbling the ball press the L1 or R2 button three times. This move can be performed by a very limited number of players.

Kick Cancel 1: Press the □, and then press the R1 and R2 buttons simultaneously when the power gauge is displayed to cancel the kick. The difference between this and a kick feint is that the player will not perform any kind of kick motion at all.

Kick Cancel 2: Press the ○ button to call up the power gauge, and then press the R1 and R2 buttons simultaneously to cancel the kick.

Kick Cancel 3: Set up a cross, and then press the R1 and R2 buttons before the player kicks the ball.

Body Feint 1: Quickly press the directional buttons in either diagonal direction immediately to the left or right of the direction of the run.

Body Feint 2: When both player and ball are stationary, press the directional buttons at a right angle to the direction that the player is facing.

V-Feint: From a stationary position, hold the R2 button down and press the directional button in the opposite direction to that of the player's run, then press the directional button in a 45 degree diagonal towards the player's strongest foot.

Matthews Trick: With the ball at rest, tap the directional button 90 degrees to the left or right of the direction that the player is facing, then immediately press and hold the opposite direction. Players must have a Dribbling stat of 70 points or more to perform this trick.

Leave Ball: Just before a pass reaches a player, release the directional button and then press and hold the R1 button to step over the ball and allow it to continue to another player.

Marseilles Turn: Rotate the right analog stick while dribbling. The direction you rotate the right analog stick determines the direction of the turn.

Lift the Ball: Push the right analog stick down and then up to flick the ball up into the air.

Defense

Tackle/Pressure: Press the ⊗ button to attempt a tackle. You can also hold the ⊗ button to instruct your player to automatically close down an opponent and apply pressure. This can be used in conjunction with the R1 button.

Close Down: Hold the ▣ button when the opposing team is in possession to have the player closest to the ball (not counting the player you are controlling) close down the player on the ball.

Sliding Tackle: Press the ○ button.

Clearance: When the ball is deep inside your half, press the ▣ button to clear the ball.

Rush Keeper From Goal: Press the △ button while defending to make the goalkeeper sprint towards the ball.

Goal Kick: Press the ○ button or the ▣ button to kick the ball upfield. Use the directional button to aim.

Throw Ball: When your goalkeeper is holding the ball, press the ⊗ button to throw the ball to a teammate. Use the directional button to aim.

Drop Ball: When your goalkeeper is holding the ball, press the R1 button to instruct him to drop the ball at his feet.

Moving the Keeper: If you activate the "GK Cursor" option on the Player Settings screen (see page 15), you can hold down the △ button and press the L1 button to gain active control of your goalkeeper's movement.

General Controls

Change Player: Press the L1 button to switch control to the player closest to the ball.

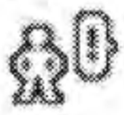
Control Player When Ball is Airborne: When the ball is in the air, hold the R2 button and use the directional button to position the player to meet it.

Super Cancel: When a player is automatically running after the ball, press the simultaneously to bring the player to a halt, or to regain full control.

Activate/Cancel Strategies (Manual Mode)*: Hold down the L2 button and then press the ○ button, the ⊗ button the △ button or the ▣ button to activate or cancel strategies assigned to those buttons. See page 19 for more details.

Activate and Cancel Strategies (Semi-Auto Mode)*: Press the L2 button to activate or cancel your chosen strategy.

Attack/Defense Level*: Press the L2 and R1 button together to increase the Attack/Defense gauge level, thus instructing your players to push forward. Press the L2 and R2 button together to reduce it.

* These buttons will have no effect if  mode has been selected at the Player Settings screen. See "Player Settings" on page 15 for more details

Set-Pieces & Dead-Ball Situations

Note: For free kicks and corners, hold the relevant button down to increase the power gauge to the required level.

Corners

Regular: Press the ◉ button.

High Cross: Hold down the R2 button + ◉ button.

Low Cross: Press directional button up + ◉ button.

Along the Ground: Directional button down + ◉ button.

Apply Curl: Directional button left or right while the power gauge is onscreen.

Short Corner: Press the ⊗ button to send a short pass to your nearest teammate.

Free Kicks: Passing

Short Pass: Choose a direction with the directional button and then press the ⊗ button.

Regular Long Pass: Press the ◉ button

High Ball: Hold down the R2 button + ◉ button

Low Ball: Up on the directional button + ◉ button

Along the Ground: Down on the directional button + ◉ button

Curl: Left or right on the directional button while the power gauge is displayed

Through Ball: Press the △ button when taking a free kick to send a ball through the defense. Use the directional button to aim the pass.

Free kicks: Shooting

Regular Shot: Press the ▣ button.

Hard Shot: Up on the directional button + ▣ button.

Weak Shot: Down on the directional button + ▣ button.

Moderately Hard Shot: Press the ▣ button, and just as the player makes contact, press the △ button.

Very Hard Shot: Press the ▣ button + up on the directional button, and then press the △ button when the power gauge is displayed.

Moderately Weak Shot: Press the ▣ button and then, just as the player makes contact, press the ⊗ button.

Very Weak Shot: Press the ▣ button + down on the directional button, and then press the ⊗ button when the power gauge is displayed.

Apply Curl: Hold the directional button left or right when the power gauge is displayed.

Free Kicks: General Controls

Quick Restart: When "Quick Restart" is displayed on the screen after a foul, press the L1 and R1 buttons simultaneously to restart the game with a simple pass. Use the directional button to specify the direction it should be played in before the player kicks the ball.

Changing the Number of Kickers: Press the L1 and R1 buttons simultaneously to cycle through the following free kick configurations: one kicker (default), two kickers (second kicker: right side), two kickers (second kicker: left side).

Using the Second Kicker: Execute the free kick while holding the L1 button to make the second kicker make the shot or cross pass.

Second Kicker Rolls Ball Forward: Hold down the L1 button and then press the ⊗ button to make the second kicker roll the ball forward. You can then make a shot or pass from open play with the second kicker.

Alter Kick Direction: This feature enables you to fool opponents by lining up a shot at one side of the goal, only to then shoot at the opposite side. Press the ▣ button and then press the L1 button when the power gauge appears to shoot to the left, and the R1 button to shoot to the right.

Set-Pieces & Dead-Ball Situations (continued)

Free Kicks: Wall Control

When the opposing team has a free kick, press and hold the following buttons to control the players in the defensive wall:

All Players Jump: Press the ▣ button.

Players Hold Position: Press the ⊗ button.

Players Charge Forward + Jump: Press the ◉ button.

Players Charge Forward: Press the ◉ and ⊗ button together.

Random: No buttons pressed.

Free Kicks: Goalkeeper

Move Keeper Behind Wall: When the opposing team is preparing to take a free kick, press and hold the △ button to instruct your goalkeeper to move behind his defensive wall.

Throw-ins

Short Throw-in: Press the ⊗ button to throw the ball to your nearest teammate in the direction of the throw.

Long Throw-in: Press and hold the ◉ button to make a longer throw-in in the direction the thrower is facing.

Lead Throw-in: Press the △ button to throw the ball into space ahead of a teammate.

Penalty Kicks

Kicker: Press the ▣ button and hold the required direction on the directional buttons.

Goalkeeper: Hold the directional button to dive.

Fixed and Semi-Fixed Cursor Controls

Calling for the Ball: When a teammate has the ball, press the R2 button to call for a pass. The more frequently you press the button, the more strident your appeal for the ball will be.

Moving the "Player" Camera: When your player is not in possession of the ball, you can press and hold the L1 button to move the camera around the pitch with the directional button. You can unlock the "Player" Camera type at the PES-Shop.

▶ Game Settings

Before a match can begin, you need to select your team, your opponents, and tailor various match options to suit your personal preferences. In this section we illustrate how to start a friendly Exhibition match, but the same principle applies to all competitions.

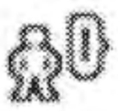
▶ Player Settings Screen

Use the directional button to highlight a configurable option, and then press the ⊗ button to select it. Press left or right on the directional button to change settings.

1: Player Settings

Choose whether you want to play as the home or away team, then select from one of four different game modes:

You control all the action on and off the field.


You control the players on the field and the AI takes care of substitutions and tactics.

The AI controls the players on the field and you act as manager.

For cooperative play, the other player(s) simply choose the same side as you.

2: Cursor Speed Settings

This option sets how frequently the player cursor switches from one player to another:

Semi-Auto: There are eight speeds to choose from – the fewer blue blocks, the less regular cursor changes will be. The user can also switch manually between players.

Manual: The user controls the switching of the cursor. When a pass is made, the cursor will automatically switch to the player receiving the pass.

Semi-Fixed: The cursor will only change when the L1 button is pressed.

Fixed: The cursor is fixed on one player and cannot be changed.

3: Goalkeeper Cursor

If this option is set to "ON", you can take direct control of your goalkeeper's basic movement while defending by pressing the △ button and L1 button simultaneously.

4: Cursor Display Settings

Use this option to choose how the player cursor appears during matches. "Default" shows the controller number (1 to 8), "User Name" displays the identity registered in the Option File, and "Player Name" shows the name of the individual under your control.

5: Load All Settings

This option is very useful during matches against regular human opponents. With memory cards (8MB) (for PlayStation®2) containing personal Option Files in MEMORY CARD slots 1 and 2, you can automatically load settings and button configuration data for both players.

Team Selection/Select Strip

Team Selection: Pick a team for the upcoming match. If you feel like a challenge, try pressing the ■ button to pick random teams. Select "Load Master League Data" at the Team Selection screen to play with the team you are using in the Master League.

Tip: If you select your Master League save file the structure of your team will be preserved, but each player's abilities will be reset to their default level. To play as your Master League side with player development data intact, enter Master League mode and select the "Save" option. Now select "Save My Team Data" to store your team for use in Exhibition matches.

Select Strip: Select the strip that will be worn during the match.

Match Settings

These settings enable you to customise the match options. Press up and down on the directional button to move from item to item, and press left and right to change the settings.

OPTION	EFFECT
Entrance Scene	Choose whether you want to see the teams enter the arena before the match gets underway.
Difficulty	Select one of five difficulty levels.
Home & Away	Select ON for a two-leg home and away matches, or OFF for a single match.
Away Goal	If "Home & Away" is activated, select "YES" if you want the away goals to apply in the event of a draw.
Extra Time Format	Choose whether a match can go into extra time or not, and whether the "golden goal" or "silver goal" rules will apply.
Penalties	Choose whether you want a penalty shoot-out to settle the match in the event of a draw. If the "silver goal" rule is active, the match will automatically go to penalties.
Number of Substitutes	Select the number of substitutes permitted during the match.
Injuries	Select whether players can sustain injuries during a match.
Match Duration	Select the length of the match.
Time of Day	Choose from Afternoon, Evening or Random.
Season	Choose from Summer, Winter or Random.
Weather	Select the weather for the match. Snow is also available here if the season is set to "Winter".
Stadium	Choose the venue for the match.
Ball Type	Select the type of ball. You can buy additional balls at the PES-Shop.
Ball Effects	When purchased from the PES-Shop, this option activates a special ball effect during replays.
Lineup Auto Select	The AI automatically selects the starting line-up.
Condition: Home	You can select the condition of the home team from "Excellent", "Good", "Normal", "Poor", "Terrible" or "Random"
Condition: Away	You can select the condition of the away team from "Excellent", "Good", "Normal", "Poor", "Terrible" or "Random"
Support Stance	Select which team the stadium fans will support.
Attendance: Home	Choose the home fan attendance.
Attendance: Away	Choose the number of away fans in the stadium.
Gameplay Frame	Select a design for the name panel. You can purchase additional frames at the PES-Shop.

▶ Formation Settings

This screen enables you to select your team, pick (and edit) a formation, and adjust dozens of other strategic settings. The tactical flexibility it offers is huge, but don't feel daunted: you can easily bypass its many features for as long as you please. This chapter will introduce you to the key features of the Formation Settings menus. For further information, make use of the in-game Help function – just press SELECT when the Help icon appears.

▶ Main Menu

The Main Menu has been introduced as an easy-to-use front end to the traditional Formation Settings screen. It offers the following options:

Match Start: Start the game.

Simple Settings: Configure your strategy by selecting keywords that best suit what you expect from your team, and the PES 2008 artificial intelligence will configure your tactics and team line-up accordingly.

Auto Settings: This option will suggest a formation, tactics and a first team that the PES 2008 AI believes is the best for your chosen squad.

Manual Settings: Provides access to the "classic" Formation Settings options, which enable you to configure every aspect of your team's tactics.

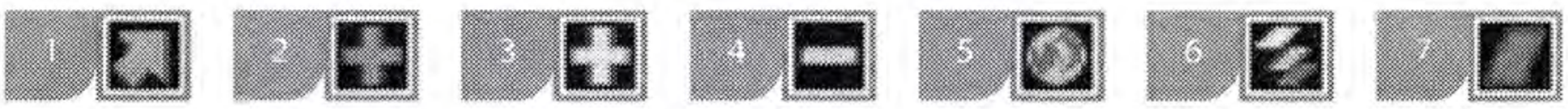
Disable Menu: Select this option to go straight to the Manual Settings screen on future visits to the Formation Settings page.

▶ Manual Settings

Changing the Formation Display: Press the L2 or R2 buttons to toggle the different "pages" of the Formation Display. The default display shows your team's current formation, but you can also view shirt numbers, movement directions (areas of the field that your players have been told to cover when your team is in possession), and defensive instructions (the longer the arrow, the more concerned a player will be with breaking up attacks than taking part in them).

Changing the Status Display: Press the L1 or R1 button to switch through the different pages of the Status Display. These show player positions, stamina and condition, yellow and red cards, and set-piece takers. In Master League mode, or if you have the "Cumulative Fatigue" option active during league and cup competitions, an additional gauge will appear beneath the players' Stamina bars as they participate in successive matches. As this gauge fills a player's ability to regain stamina will be reduced, and they will become more susceptible to injury.

Special Icons: The following icons appear on Status Display pages to provide information on player condition and availability.



Injuries

1 Returning to Full Fitness **2** Severe Injury **3** Slight Injury **4** Injury Status Unclear

Unavailable

5 On International Duty **6** Suspended due to Cumulative Yellow Cards **7** Suspended due to a Red Card

Match Start/Exit
Select this option to begin (or return to) a match.

Change Player
This menu enables you to pick your team and substitutes. Select a highlighted player with the ⊗ button, then choose the desired replacement and press the ⊗ button to implement the switch. Players in the first eleven are displayed in black text, substitutes in blue, and reserves in green. The following additional options are available on the Change Player screen:

Teamwork Display: Press the ○ button to activate and deactivate the Teamwork diagram.

Auto Filter: Press the START button to automatically pick eligible and appropriate players to suit the current formation. Press the START button again to revert back to the original order.

Ability Display: Use the L1 and R2 buttons to scroll through the different pages of the Ability Display.

Auto Select: Choose a player to be substituted and press the START button to automatically receive a suggested replacement.

Note on Player Abilities: Each player in PES 2008 is unique, defined by strengths and weaknesses that you can study in the Ability Display window. In addition to basic attributes such as height, age, dominant foot and preferred positions, you can view color-coded abilities (capabilities rated between 1 and 99 or 1 and 8) and "special" abilities (stars indicating that a player has a particular aptitude in that area). Tip: you can learn more about the function of player abilities by using the Edit Player option in Edit Mode.

Set Formation
Use the directional button to select your formation. Now pick one of the preset variants for each formation, and use the L1 and R1 buttons to activate and disable a sweeper system in defense. Finally, press the ○ button to confirm your choice.

Edit Position
Select a player, move his button icon with the directional button, and then press ⊗ to confirm his new position. Press the ○ button with a player selected to change his specific role – for example, central midfielder (CMF), full-back (SB) or striker (CF). Each player specialises in one or more predefined areas of play, so a side midfielder (SMF) may also be comfortable playing as a winger or central midfielder. It's important to note that putting a player out of position can lead to invisible ability penalties, reflecting his unfamiliarity with that role.

Team
Change Gameplan: This screen can be used to assign manual gameplans/strategies to ○, ⊗, △ and □. You can activate or disable these during a match by pressing L2 + the appropriate button. You can also choose from three different strategy systems: Manual (you have full control), Semi Auto (you have control of one strategy activated with the L2 button, and the AI activates the other three at its discretion), and Full Auto (all chosen strategies are under AI control).

Strategy Plan A/Strategy Plan B: Use these options to configure additional formations that can be assigned to Manual Strategy buttons via the Strategy menu. You could, for example, create one system with an emphasis on attack to use while striving for a late equaliser, or a highly defensive formation to preserve a slender lead during the closing minutes of a tight match.

Team Strategy: Adjust the behaviour of your defensive line to suit your playing style. Back Line is used to determine how deep (C) or high (A) up the field your defensive line will sit. The "Offside Trap" option is used to specify how often your defenders should push up to catch opposing players offside, from frequently (A) to rarely (C). Caution: adjusting these options to "A" can lead to your defenders tiring more quickly during a match.

Team (cont.)

Attack/Defense: The Attack/Defense gauges appear at the bottom of the screen during a match and indicate a team's current attitude, from defensive (blue) to attacking (red). You can adjust these manually in all modes bar Full Auto – see General Controls, page 12.

Manual: You manually change the Attack Level during a match.

Auto Defense: The AI adjusts the gauge towards defense only.

Semi Auto: The AI controls both attack and defense.

Attack Auto: The AI adjusts the gauge towards attack only.

Full Auto: The AI assumes complete control of the Attack/Defense gauge.

Mark Settings: Select "Mark Key Player", and the appropriate member of your team will man-mark the **opposition's most dangerous player. Select "Disengage marking" to undo this change.**

Select Kicker: Choose players to take corners, free kicks and penalties. If you select "Auto Settings", the AI will automatically pick these for you.

Select Captain: Use this to award the captain's armband to a member of your first eleven.

Change Settings: The two options in this menu enable you to assign responsibility for player substitutions and positional changes to the AI.

Individual

Use this option to give each player specific instructions for the forthcoming match.

Attack: Assign up to two directional arrows to indicate runs a player should make while your team is in possession. This could be used to instruct a full-back to provide greater support during attacks along his touchline, or for a central midfielder to make runs into the penalty area.

Defense: Adjust how actively the player will track back to defend. This can be set to "High", "Normal" or "Low".

Mark Settings: By default, all players in your team are assigned to zonal marking. Use this option to instruct a player to man-mark a specific member of the opposing team. Use the "Normal" or "Aggressive" settings to determine how closely your player should mark his opponent. Select "Disengage marking" to return to zonal marking. Sweepers cannot be given man-marking duties.

Edit Position: Change a player's position on the field.

Select Role: Pick a player's specific role – for example, should a midfielder play as a DMF or CMF?

Data Management

Use this menu to store, save and load formation settings for future use.

Copy Formation: Copy formation data from one location to another.

Delete All Stock Data: Delete all formations temporarily saved in Stock Data.

Save Stock Data: Save the data held in Stock Data.

Load Stock Data: Load formation data stored on a memory card (8MB) (for PlayStation®2).

Copy Opponent Stock Data: Copy opponent's Stock Data into your own stock.

Exchange Stock Data: Exchange your own team's Stock Data with that of your opponent.

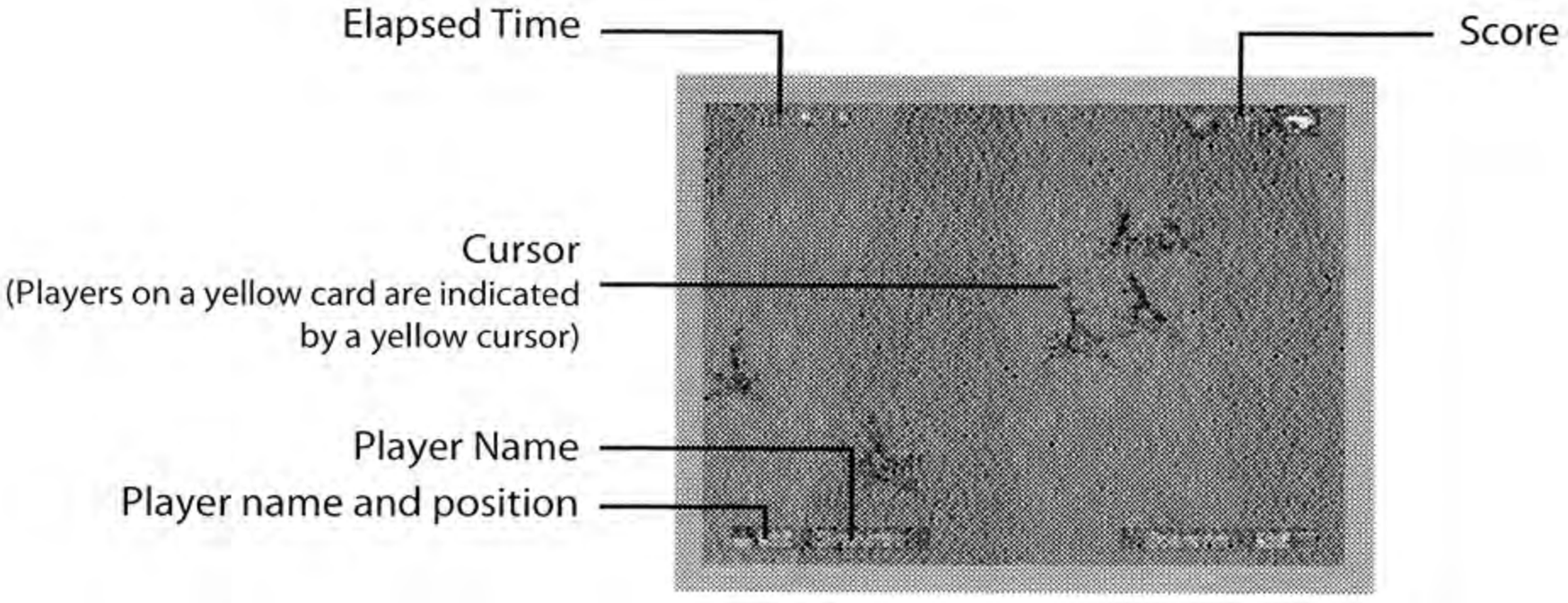
Formation Menu

Use this option to return to the Formation Menu.

➤ Match Screens

This section explains the various features and functions of screens you will encounter during a match.

➤ Match Display



Attack/Defense Mindedness: This gauge indicates your team's current mentality. The redder the bar is, the more attacking the team will be; conversely, a blue bar indicates that a team is pulling back to defend.

Strategy Mark: Button symbols representing Manual Strategies appear in this area when active.

Stamina Gauge: Displays a player's current stamina. The gauge will turn red when stamina is dangerously low, indicating a drop in that player's performance.

Event Icons: The following symbols will appear in the top left-hand corner of the screen during matches.

Returning to the Match (No Injury):
A player is returning to the field with a clean bill of health.

Returning to the Match (Slight Injury):
A player is returning to the field, but is carrying an injury that will have an impact on his performance.

Not Returning to the Match (Due to Injury):
An injured player cannot return to the field, and must be substituted (if possible).

Indirect Free Kick:
An indirect free kick has been awarded.

Stoppage Time:
This indicates the game minutes of stoppage time that will be played.

▶ **The Replay Screen** This screen appears when a goal is scored, or if Replay is selected from the Pause Menu. The following table describes the controls at your disposal.

OPTION	CONTROLLER COMMANDS
Play	Press the ○ button or hold right on the directional button.
Reverse Play	Press and hold left on the directional button.
Fast Play/Fast Reverse Play	Press the right analog stick to the left or right.
Pause	Press the △ button.
Fast Forward/Rewind	Hold the ○ button then press the directional button to the right or left.
Advance Frame/Rewind frame	Hold the △ button then press the directional button to the right or left.
Beginning of Reply/End of Replay	Hold the △ button then press the L2 button / Hold the △ button then press the R2 button.
Change View	Press the ✕ button.
Camera Operation	Use the left analog stick.
Rotate Camera	Press the L1 or R1 buttons.
Switch Players	Press the L2 or R2 buttons.
Zoom In/Zoom Out	Press up on the directional button to zoom in, and down to zoom out.
Save	Press the □ button
Controls Display ON/OFF	Press the SELECT button
End Replay	Press the START button

▶ **Pause Menu** Press the START button during a match to display the Pause Menu.

OPTION	CONTROLLER COMMANDS
Resume Match	Quit the Pause Menu and resume the match.
Formation Settings	Visit the Formation Settings Screen.
Stock this Formation	Stock the current formation. This is not displayed during Match, Cup and Selection Match game modes.
Select Kicker/Thrower	Select the player(s) you wish to take your free kicks and throw-ins. If you select the option of having two kickers for your free kicks, you will need to select two players.
Change Player	Substitute players.
Player Settings	Access the Player Settings screen.
Sound Settings	Adjust audio options, including commentary frequency and assorted volume controls.
Camera Type	Change camera position in "Camera Type" or change what the camera follows – the ball or a specific player – in "Camera Target".
Screen Settings	Activate and deactivate screen displays, such as the radar, player name bar and stamina gauge.
Button Configuration	Change the in-game button assignments. (Button Configuration: see page 08)
Command List	View a summary of the in-game controls.
Replay	Watch the a replay of action the action prior to pressing the START button.
Quit Match	This will take you to the Mode Select Screen, or the Team Selection Screen. (Team Select: see page 16)

Half Time Menu

At the end of the first half, the half time menu will be displayed. If extra time and/or penalties are selected, and if the game has no winner at the full time whistle, the half time menu will be displayed again.

Begin the second half/To Extra Time/To Penalties: Start the second half of the match, or continue on to extra time or penalties.

Formation Settings: Change your tactics and make substitutions.

Match Details: View match incidents and stats.

Individual Game Records: Study details on each player's performance.

Go to Mode Select: Quit the current match and go to the Mode Select Screen.

Match Results

At the end of the match you can choose from the following options. Not all of these options appear in every play mode.

Play again with the same teams: Repeat the match with the same settings. If the "Home and Away" option is active during Exhibition matches, Play Again will be replaced by "Play Second Leg" after the first fixture.

To Mode Select Menu: Return to the Mode Select screen

Play again with different teams: Return to the Team Selection screen

Match Details: View the statistics from the match, such as the number of shots and scorers. Press the L1 or R1 buttons to switch between screens.

Individual Game Records: View ratings and stats for each player's performance.

Play Modes

Match Mode

Use this mode to play individual matches against the CPU or a human competitor. If you're keen to play your first game of Pro Evolution Soccer, this is the quickest way to get onto the field!

Exhibition: Play a one-off match against AI or human competitors.

P1 Quick Start & P2 Quick Start: Use these options to bypass settings screens. Choose P1 Quick Start to play against the AI, and P2 Quick Start to play a friend.

Penalties: Play a penalty kicks competition.

League Mode

Select this mode to play in a single league over one season or more. With the optional cup enabled, can you lead your team to a glorious double?

New Game/Load Data/ Receive PSP® Data

Select New Game to create a competition, or Load Data to resume a previously saved game. Choose "Receive PSP® Data" to continue a game you have started or continued on your PSP®.

General Settings

The following options appear when you set up a new league. Settings common to all play modes are described on page 16.

OPTION	DESCRIPTION
League	Choose the required competition.
Season	With "International League", choose the duration of the season.
Eligible Teams	If you have selected "International League", you can choose from three team types – "National", "Club" and "All Teams".
Cup Matches	Activate or disable each league's cup competition.
Number of Teams	Set the number of teams to participate in the league.
Number of Players	Set the number of players to participate in the league.
Accumulated Fatigue	Decide whether players will recoup full stamina between matches, or if fatigue will accumulate with successive matches.
Change General Settings	Enable or disable changes to the Game Settings during the season.

Select Team

First choose the team you want to control, and then pick the other teams that will play in the league. Press the ▣ button for a random selection.

Menu Screen

To Next Match: Proceed to the next match.

Set Formation: Pick your team and tactics (single-player games only).

Data: Check your match schedule and league position.

General Settings: Change or view current settings.

Save: Save current league progress.

To Mode Select Menu: Return to the Mode Select screen.

Cup Mode

This mode offers a wide range of configurable knockout competitions, from the epic 32-nation International Cup to smaller, user-designed tournaments with club teams.

Start New Game/Load Data/Load General Settings/ Receive PSP® Data

Select Start New Game to begin a new cup competition, and resume a saved competition with Load Data. You can also choose Load General Settings to select a saved tournament file to restart from the beginning. Choose "Receive PSP® Data" to continue a game you have started or continued on your PSP®.

Game Settings

If you choose "New Game", decide on your Game Settings and select a team to lead to cup glory.

OPTION	DESCRIPTION
Cup	Select the cup you want to compete in.
Eligible Teams	If you select the Konami Cup, you can choose from "National", "Club" and "All Teams".
Competition Type	Choose from a Knockout or Group League format.
Home and Away	If you select Knockout, decide whether to play a single match or a two leg match (home and away matches).
Group Name	If you select the Group League format, choose to have groups identified by letters or numbers.
Number of Teams	Set the number of teams to participate in the cup.
Number of Players	Set the number of players to participate in the cup.
Accumulated Fatigue	Decide whether you want players to recoup all of their energy between matches, or if you want fatigue to be cumulative over the whole cup competition.
Change General Settings	Decide whether or not to allow changes to the Game Settings during the cup competition.

Menu Screen
This screen is the same as that used in League mode. Turn to page 23 for further details.

▶ Selection Match
This play mode provides the opportunity to play with teams made up of randomly-drawn players, which can lead to some highly entertaining fantasy fixtures. You can either pick a particular region or league for the players to be selected from (Serie A or Africa, for example), or choose four teams for your squad to be drawn from. If you don't like the offered line-up, feel free to press the ■ button to receive a new team. Finally, select "OK" to begin the match.

World Tour
Clear various challenges as you match up with clubs from across the globe. In each round (continent), you must pass a wide range of tests. Prove that you are the most resilient squad on the planet.

World Tour Flow

While playing matches against teams from around the world, satisfy various conditions such as "Win by at least two goals!" or "Win the match in the last 15 minutes!" A certain number of challenges are waiting for you in each round. You must clear all of them to advance to the next. If you progress through all of the rounds, you will have completed your World Tour.

Starting a World Tour

If this is your first time playing a World Tour, select "New Game". Then choose a team and advance to the World Tour Menu Screen. If you already have saved data, select "Continue" to resume your World Tour.

▶ Community
"Community" is a mode which supports the matches you have with your closest friends. By registering your mates in a community, you can compete together using various competition formats.

How to Play Community Mode
Sign Up Your Mates: To begin, first go to the Community Setup Screen and register your friends in Community Mode.

Everyone Joins In: Play matches using different formats including Match Format and League Format. In Match Format, you can even team up and enjoy a two-on-two contest.

Check Topics and Rankings: When the match is over, you can see all the results by going to "Community Information" in Topics.

Master League Mode

In this, the most absorbing and demanding of PES 2008's single-player modes, you must choose a team and then lead it to success in league and cup competitions over an unlimited number of seasons. As well as generating revenue through success on the field and keeping your squad at peak fitness, you'll need to make astute forays into the transfer market and carefully nurture up-and-coming talent to transform your club into a dominant force in world soccer.

Getting Started

Choose "Receive PSP® Data" to continue a game you have started or continued on your PSP®. Select "New Game" to begin your Master League career. Select "Master League Original Members" to begin with a fictional squad of only modestly gifted players, "Match Mode Members" to pick a team with its existing player roster, or "Create Custom Team" to create a club from scratch. After you have selected your preferred starting members, you will be taken to the Master League Game Settings screen. This is a series of questions designed to help tailor the Master League difficulty to suit your expectations.

Don't worry too much about your other decisions – you can revise difficulty options at the Game Settings screen that follows. If you opted for "Create Custom Team", you will first be asked to edit your club and choose your players.

OPTION	RESULT
Game Level	Sets the quality of the AI teams during matches.
Master League Level	Determines the difficulty of the Master League. The higher this is, the more difficult transfer negotiations will be. You will also lose the ability to view certain information displays.
ML Starting Points	Once you have purchased this option from the PES-Shop, you can choose the number of "P" points your club will start with.
Player Development	If this option is activated, players will grow and decline in ability as the game progresses; they will also retire when they reach a certain age. If it is disabled, player abilities will be fixed at their default levels.
Display Future Development Curve Section	This sets whether or not a player's future potential will be displayed on the Development Sheet page. When your Master League Level is at its highest, this setting will default to OFF.
Transfer Frequency	Determines how active other teams will be in the transfer market.
Reset Prevention Function	If this option is active, abandoned matches will automatically count as a win for your opponent.
Strip Selection	Activate this option if you wish to check and change kits before each match.
Topics Display	Enable or disable occasional help and information displays.

Select Teams

Choose the team you wish to control, and the remaining teams will be selected automatically. You begin in Division 2. If you purchase the "ML League Structure" feature from the PES-Shop you can manually choose the clubs for each league, and even start in Division 1.

Basic Rules

Master League mode simulates a real-life soccer season: you play league matches, cup competitions, and can buy or sell players during two transfer windows (one mid-season, the other at the end of a year). When you win matches and perform well in competitions, you will be awarded "P" points – the Master League's in-game currency. These are used to pay player salaries, and to buy new squad members.

There are three situations that can lead to a Game Over situation:

Insufficient Funds to Pay Salaries: Player salaries are paid in a lump sum of "P" points on the last week of the season. If you don't have sufficient funds to pay your team, the game will end. Your "P" Point Balance Falls Below Zero: You will be immediately taken to the Game Over screen. Be careful when negotiating multiple transfers!

Squad Size Falls Below 16 Players: If your squad shrinks to 15 players or less due to player retirements and failed contract negotiations, the game will end.

Player Development

If this option is activated in the General Settings screen players will age as seasons go by, their abilities rising and then falling as they grow older. Members of your squad gain Experience Points when they play matches (and a lesser amount if left on the bench). This can either lead to an increase in abilities (with, for example, a promising young player), or slow their decline (in the case of a seasoned professional who is past his best).

When a veteran player decides to hang up his boots, he will announce his retirement during the mid-season break; he will be removed from a squad at the end of the season. He will later reappear as a youth player, his attributes reduced to reflect his inexperience.

To Next Match/Week
Play the next match or, if no fixtures are scheduled, move on to the next week.

Team Information
Use this to study forthcoming opponents, view analysis of previous matches, the records room and development sheets.
Note: If the "Display Future Development Curve Section" option is set to "ON" at the Game Settings screen, you can use this page to view graphs that show each player's growth and decline pattern. The red line shows player's "potential", while the light blue line plots his actual development.

Team Adjustment
Use this to set your team's formation, regulate condition, perform team and pre-season training and also edit your team's name, strip, emblem, stadium, and assign squad numbers to your players (with certain teams used under license, the options available here may be limited to "Number" and "Stadium").
Note: If your team is in poor condition (blue and/or grey arrows on the Status Display at the Formation Settings screen) you can choose the Regulate Condition option in an attempt to improve their fitness before a match. Be aware that this can backfire – sometimes, player condition levels will actually become worse after this workout.

During the close-season break, Regulate Condition is replaced by the Adjust Training and Auto Training options. The former enables you to choose one specific areas of training (such as Dribbling, Stamina or Defense) for each player, which will lead to a modest gain in experience points. Auto Training, as its name suggests, automates the process by assigning training regimes on your behalf. Finally, you can select Free Training at any time to play consequence-free practice matches between your first team and reserves.

League Information
This menu provides tables and results for all relevant league and cup competitions. You can also check your current Club Ranking, which can have a profound impact on your ability to sign players. Think of it as a measure of your club's prestige: the higher it is, the more eager players will be to join your squad.

Negotiations
Visit this menu to buy and sell players during the mid-season and close-season transfer windows. Use "Search" to find players and assign possible targets to a shortlist, "List" to view those potential players, and "My Team" to respond to offers for your players and renegotiate contracts. You can also view information on other transfers and see a detailed forecast of your "P" earnings for the season.

Calendar
Make regular visits to the Calendar screen here to review upcoming fixtures.

General Settings
Revise and review Master League Game Settings.

Save
Record your Master League progress. You can also save your team here for future use in Exhibition matches.

To Mode Select Menu
Return to the Mode Select screen. Remember to save your game before you quit!

Transfer Negotiations

Buying and selling players is invariably the key to enjoying success in your Master League campaign. This section covers the basic use of the Negotiations menu, and also details certain rules and regulations that you should bear in mind.

Transfer Rules

- There are two transfer windows: mid-season (weeks 16-19) and close-season (weeks 37-43).
- You can carry out up to five negotiations per week.
- You cannot negotiate transfers if the resultant deal could increase the number of players in your team to more than 32, or reduce it to below 16.
- You cannot make offers for a player that is on loan.
- Contracts for players 32 years old and above are limited to two years. Contracts for players 35 years old and above are limited to 1 year. If the Player Development option is disabled at the Game Settings screen, contracts between one and five years can be offered to all players.

Buying a Player: A Step-By-Step Guide

1: Search for Players The Negotiations menu has a wide variety of powerful and convenient player search options. **Tip:** if you are looking to pick up free transfers, select the Search By Group option and visit the Newcomers and Non-Affiliated lists to view available youth players and free agents. You can also sign players created in Edit Mode on this page.

2: Review Search Results With a list of potential transfers in front of you, use left and right on the directional button to switch between the following displays:

Current Salary: How much a player earns per season at his current club or, with free agents, their estimated salary requirements.

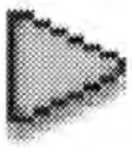
Negotiation Difficulty: This will be hidden if the Master League Level is at the highest difficulty level. You can study the Club Ranking of both your team and a transfer target's club to judge how likely he is to join you.

Development Status: Indicates at what point a player is in his personal development: I ↗ (player still improving), ➡ (player at peak of ability) and ↘ (player's abilities in decline). If the Player Development option is disabled, these arrows will not be displayed.

Additionally, you will often encounter the following icons next to player names. You cannot enter into negotiations for players that are in talks with another club, renewing their contracts, or on loan.

Player in transfer negotiations

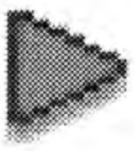
Player on own team in transfer negotiations

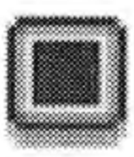

Player in loan transfer negotiations

Player on own team in loan transfer negotiations

Player in trade negotiations

Player under contract renewal


Player in contract negotiations


Player on own team up for transfer

Player negotiating with another team

3: Apply for Negotiations Highlight the player you wish to bid for, press the ⊗ button, and then select the required negotiation type. **Tip:** you can add players to your shortlist for easy access during protracted contract talks by selecting Add to List.

Transfer: An agreed fee in "P" Points is paid to the other team once the transfer goes through.

Loan: "P" points are paid to a club in return for the loan of a player for a specified number of weeks.

Trade: Use this to propose player exchanges. You can also add additional "P" points to make a deal more attractive.

Renewal: Contract another season with a player whose contract has expired.

Contract: Offer contracts to unattached or created players.

4: Begin Talks View and adjust the contract length, transfer fee, and estimated salary for the targeted player. Select "Apply" to make your offer.

5: Player Response The player will respond to your offer at the start of the following calendar week. If negotiations have stalled, return to step 3 to resume contract talks.

6: Transfer Successful transfers take place immediately on acceptance of a contract. All transfer points will be paid straight away. If the deal takes place during the mid-season transfer window, you will also pay half of the player's annual salary immediately.

Selling Players

1: Receive Bid If a team makes an offer for one of your players, you will receive the bid (and notification of its arrival) at the start of the week.

2: Discuss Terms From the My Team screen, select the player under offer.

3: Respond View the terms of the deal, then choose to Accept or Refuse. By default, the response will be set to Refuse.

Transfer Listing & Releasing Players

1: Select a Player From the My Team screen, select a player.

2: Choose Action Either place a player on the transfer list, which can increase the likelihood of other teams making a bid for him, or choose to release him. If you select the second option, you must pay the specified sum to settle the terms of his contract.

Contract Renewals

1: Check Terms At the start of the close-season period (week 37), you will be notified of player contracts due to expire at the end of the season. Visit the My Team screen and select the relevant player(s) to study the contract length and salary demands.

2: Decide Course of Action Choose to either "Renew" to make an offer, or "Decline" to allow the player to leave on a free transfer. Players may refuse your offers; simply continue negotiations when you reach the next calendar week. If a contract has not been agreed by the end of the season, the player will leave the club.

Training Mode

Use this mode to practice basic controls, or to master advanced techniques.

Step-by-Step Training

This practice mode offers numerous challenges designed to improve your all-round play. Pick the level that best reflects your ability (Beginner or Intermediate), and then follow the on-screen instructions to play each scenario.

Free Training

This option enables you to choose a team and play practice matches against up to eleven reserves. The following tables detail General Settings and Pause Menu options specific to Free Training.

General Settings

	DESCRIPTION
Fouls	Enable or disable fouls.
Offside	Enable or disable offside decisions.
Goal Kick/Corner Kick/Throw-In	Use this option to specify that free kicks, goal kicks and throw-ins be awarded to your team only.
Data Recording Interval	Set the gap between each recorded moment when using the Play Again Retry feature.
Play Again Button	Use this to assign the Play Again Retry function to the SELECT button.

Pause Menu

	DESCRIPTION
Resume Training	Quit the Pause Menu and continue training.
Training Menu	Choose different training modes.
Play Again Retry	Use this option to move back in time and attempt a particular move, shot or trick again. If the ball goes out of play, this function will be reset.
Save Play Again Data	Records recent action so that it can be used with the Play Again Retry function. Again, this is reset when the ball goes out of play.
General Settings	Visit the General Settings screen.
Rest (Stamina Recovery)	Restore player stamina gauges and restart from the center circle.
Quit Current Training	Choose another training mode, or return to the Mode Select screen.

Edit Mode

This option enables you to customise the many teams and players featured in PES 2008, and even create your own original club. Use the SELECT button (look for the prompt at the bottom of the screen) to view more detailed instructions on how to use this mode's various options and features.

Edit Player: Create your own unique players, or edit existing players.

Register Player: Use this to transfer players between clubs, call up players to international squads, and to assign players of your creation to teams of your choosing.

Edit Team: Change a side's name, strip, logo and stadium. You can also assign squad numbers here.
Note: some options are unavailable for certain licensed teams.

Edit Emblems and Logos: Select this option to use a flexible design utility to create badges and logos that can be applied to strips in the Edit Team menu.

Edit Boots: Create new boot types that can be assigned to individuals via the Player Edit: Appearance menu.

Edit Stadium Name: Choose new names for all available grounds.

Edit League or Cup Name: Use this option to rename in-game competitions.

Save Data Management: This option enables you to load or save data, adjust Auto Save settings, and import edit data from a second memory card (8MB) (for PlayStation®2).

General Notices

30 days notice shall be given regarding the end of the "Pro Evolution Soccer 2008 Network" (hereafter referred to as "this software") network service (using a broadband network to play this software) on the Konami company website **www.konami.com**. Once the network service for this software is deactivated, it will not be possible to play the "Network Mode". The network service for this game is free of charge. However, in order to connect using a broadband network, you may incur separate fees from an Internet service provider.

The network service for this software does not guarantee the quality of the network service. Due to the changeable nature of the network environment, data may be lost and the connection may be disconnected. The network service for this software is not guaranteed to provide the same level of network play quality to all players at all times.

The content of this manual is correct as of March 1, 2008. Additions or amendments to the Network service may occur after this time. Any alterations made after March 1, 2008 will be reported as soon as they are made on the Konami company website (www.konami.com).

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Required Hardware

Broadband access, an appropriate network cable, a Network Adaptor (Ethernet) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) are required to access Pro Evolution Soccer 2008's network capabilities. Optionally, you can also attach a USB keyboard, which makes communicating with friends far easier. You can only use one USB keyboard, and USB hubs are not supported.

After consulting the appropriate user manuals and/or information from your ISP, unplug your console, then attach the required peripherals and connect the broadband network cable. Now insert your game disc, and reconnect your console's power supply.

Connecting to Network Mode

Select "Network" from the Mode Select menu to start Network Mode. If you have yet to create your Network Configuration file (required for online play), see "Network Settings Menu" for further guidance.

1: After selecting Network Mode, accept the EULA (End User License Agreement) to proceed

2: Select the memory card (8MB) (for PlayStation®2) that contains your Network Configuration file

3: Select the appropriate Network Configuration file to establish a connection

If there is a problem with your connection, an error message will be displayed. Make an exact note of the information and advice that appears, and either follow the offered instructions, or consult your modem/router user manual for more information. You may also need to contact your ISP for assistance.

If you need to specify a UDP port number, press the ◉ button at the "Connect to Network" screen. By default, "Auto Select" is activated. If necessary, set this to "Off" and then enter the required UDP port number in the box below.

Network Settings Menu This menu enables you to configure your console for online play, and can be accessed by pressing the ■ button at the "Connect to Network" screen. If you have yet to create a Network Configuration file, you must do so before you can play Pro Evolution Soccer 2008 online. The menu features four options: **Add Setting, Edit Setting, Delete Settings and Connection Test. Select "Add Setting", then use the following guidance (and hardware user manuals, where relevant) to configure the network functionality of your console. To move between pages, use left and right on the directional buttons.**

Save Location: Choose the memory card (8MB) (for PlayStation®2) that your Network Configuration file data will be saved to.

Hardware Settings: Select the network adaptor you wish to use. If you need to specify the operational mode of your Ethernet hardware (by default, this is set to auto-detect), press the △ button to access the Advanced Settings screen. Consult your hardware user manual for more information.

Use of PPPoE: If a user ID and password are required to establish a connection with your ISP, select "Required". You can then use the software keyboard to enter the required information. IP Address Setting (If PPPoE is not used): This is set to "Auto" by default, which will work for the vast majority of users. If you need to set a DHCP host name, highlight "Auto" with the cursor and press the △ button to access this setting. If you need to specify an IP address, select "Manual" and then enter the "IP Address", "Netmask" and "Default Router" on the following screen. Refer to your hardware documentation for further information.

DNS Server Address Setup: Set to "Auto" by default. If you need to specify a DNS server address, select "Manual" and then enter the "Primary DNS" and "Secondary DNS" on the following screen.

Enter Settings Name: Give your Network Configuration file a name.

Confirm and Save Settings: Review, confirm and save your Network Configuration file.

Tip: Using the Software Keyboard – While creating your Network Configuration file, you may be required to enter information via the Software Keyboard. Simply highlight the location that you want to interact with, then press the ✕ button. If you require assistance with the button commands available while using the Software Keyboard, highlight the question mark ("?") icon at the top-right of the display, then press the ✕ button. Press START (or select the "Enter" key) to close the Software Keyboard.

User Registration

Before you can play Pro Evolution Soccer 2008 online, you will first need to register. Once you have established a connection to a server, the following menu will appear.

Connect to the Lobby: Once you have registered, use this option to enter your user name and password prior to entering the Lobby.

User Registration: Create an account for the Pro Evolution Soccer 2008 Network Mode.

Change Registration Details: Use this to change your password or email address. Note: User IDs cannot be edited.

Disconnect: Disconnect and leave Network Mode.

Select "User Registration", read and accept the EULA (End User Licence Agreement), and then create a user name and password. Both must be at least eight characters long, and you must confirm your password in a separate field before you can continue. You can also choose to enter your email address (this is, of course, entirely optional) if you would like to receive information from Konami. If your chosen User ID is already in use, you will be prompted to enter a different name. Choose "Connect to the Lobby" to move to the final part of the registration process: the Select Player File screen. You can have up to three unique Player Files for your User ID, and you must create one before you can play online. Simply select one of the three empty slots, and then enter the name you wish to use. Finally, confirm the name with "Create", and then select your Player File to continue. Player Files cannot be deleted.

Lobby Menu

Select a server, and then choose a Lobby from the list that appears. You can now enjoy matches against your online friends and peers, with your performances contributing towards your position in the overall divisional rankings. Certain Lobby rooms may be subject to specific entry criteria or conditions. If this should be the case, you will be informed of this by on-screen message.

The following options will be available in your chosen Lobby:

Match Room (page 36): Create or join a Match Room.

Quick Match: Configure options, and then jump into a match against an available opponent.

Competition (page 36): Join competitions and browse results.

Network Options (page 37): Configure options and revise preset text messages.

Information: View messages for the current server

View Data (page 37): Manage your friends list, search for players, read and compose messages, and view your profile, results and ranking.

Exit Lobby: Choose this option to go to another Lobby or a different server, visit the Player File screen, or quit Network Mode and return to the Mode Select menu.

Press left and right on the directional pad to move between the menu and the player list for the current Lobby. Highlight a player and press the ⊗ button to view their current statistics. The color of the icon next to a player's name provides basic information.

You

A player who belongs to the same group

A player registered as a friend

A player registered in your Blocked Player list

Konami

Game Master

You should note that default player data is used for all Network Mode matches: any alterations and amendments to the player and team database made in Edit Mode will not appear in Network Mode.

The Pro Evolution Soccer 2008 Network Mode has a ranking system, with all players occupying one of five divisions. These are, in ascending order of seniority:
Division 3C, Division 3B, Division 3A, Division 2, and Division 1. Naturally, as a new player you begin in the lower echelons of the PES 2008 pecking order, but you can improve your position within your division – and perhaps even gain promotion to a higher division – by performing well in Network Mode matches. Divisions are updated once a week. If you are promoted or relegated, you will be informed of this immediately after logging in.

➤ Match Room

This option enables you to create or join a Match Room. Match Rooms can be protected by passwords. Select "Game Status" to view the status of games in progress in your current Lobby.

The Match Room menu contains the following options and sub-menus:

Start Match: Start a game

Participate in Match: Select this option (and then confirm your decision) to take part in the next match. Select "Cancel Participation" if you change your mind.

Gamer List: Examine information on the Match Room participants

Add Friend: Add a member of the Match Room to your Friends List

Room Management: This sub-menu enables the "owner" of a Match Room to change the room name, hand leadership to another member if required, and force the withdrawal of a player from a forthcoming match.

View Data: This is the same menu that appears at the main Lobby screen. See page 37 for further details.

Leave Room: Exit the room and return to the Lobby.

Once ready, select Start Match to choose teams, adjust game parameters and, after making tactical adjustments, make your way out onto the field.

Competition (not always available/organised by Konami)

This addition to Network Mode enables players to put their skills to the test in predefined tournaments. Each competition has a set of rules and conditions, which you should be sure to study before you enter.

There are three main types of competition:

Normal: The standard Competition format. This may feature certain entry restrictions, such as being limited to players in specific Divisions, and the teams that players can use.

Winner's Competition: A competition in which players that rank highly in preliminary matches can advance to the final tournament.

Master League Teams: Tournament for Master League teams only (accessed via your Master League save file, or saved "My Team" data). For a Master League file to be valid for entry, you must begin your Master League career after choosing the "ML Original Members" option – there is a prompt that explains this during the Master League setup process. All player abilities will be reset to their default level. Note: Master League teams that feature edited players cannot be used in these competitions.

You can join a competition up until 15 minutes before it begins. There are a set number of matches in each competition, and it is your responsibility to ensure that you fulfil your fixture list. If you have played more games than are required, your initial run of games will be taken into account. For example, if you play six fixtures but only three are required, only the first three games will count.

▶ **Network Options** This menu provides access to useful options and user-configurable features.

Button Configuration: Configure the game controls.

Edit preset phrases: Write (or edit) short messages that can be sent by pressing the function keys (F1 to F10) if you have a USB keyboard attached.

Edit Demonstration phrase: Write (or edit) short messages that can be sent by pressing R2 during replays, highlights and breaks in play during a match.

Set Time Difference: Alter the current time zone.

Sound Settings: Adjust audio options, such as commentary frequency and music volume.

▶ **View Data** Visit this menu to view your profile, Friend List, messages, and more.

Player Profile: Your personal details and statistics.

Match Results: View the results of your recent games. You can also study your opponents' profiles by pressing the ✕ button.

Friend List: View all members of your Friend list. You can add people to your Friend list from a Match Room, or at the final Result screen at the end of a match.

Block Chat: If you have specified that chat from a specific player should be blocked, their name will appear on this list. You can place players on this list by pressing the ○ button while viewing their profile.

Messages: Use this option to view messages in your Inbox and Outbox, and to write messages with the Compose Message option via the Software Keyboard or a USB keyboard (if available). You can only send messages to players on your Friend List.

Player Search: Find other online players. You cannot find players if they are not currently online. If the player you are searching for is in a lobby, you will have the option to jump immediately to their current location.

Ranking: View overall, weekly and divisional rankings. Use the ○ button to change the sort order. It's worth spending a little time to study your Division ranking: could you be on course for an imminent promotion, or will you have to fight a tough relegation battle?

Chatting

You can send messages when the "R2 Chat" prompt is displayed at the bottom of the screen by pressing the R2 button to summon the Software Keyboard; you can also use a USB keyboard to type a message if one is connected. Friendly rivalry (and its attendant banter) is always entertaining, but remember to treat your peers with respect.

IMPORTANT MESSAGE

Konami reserve the right to penalise or ban any player using the chat function to abuse others. The penalty will be decided by Konami and may result in a temporary or permanent ban from the chat function or online play with or without further warning.
We thank you for your understanding and continued good sportsmanship.

Software Keyboard Controls

Directional buttons: Move the cursor
⊗ button: Select, confirm
○ button: Insert a space
□ button: Move between character sets and preset messages
△ button: Cancel message
L1 & R2 buttons: Move text cursor to the left and right.
START button: Send message & close keyboard

USB Keyboard

A USB keyboard is not mandatory for online play, but it makes communicating with friends more enjoyable. As it can be safely assumed that anyone that owns a USB keyboard will know how to use it, we'll skip needless explanations and simply offer the following useful tips:

- Type "/player name " (with "player name" being the user name of the individual you wish to talk to) at the start of a chat sentence to send a message to a specific player. It's important that you remember to put a space between their name and your message. You cannot send messages in this way if the named player is not in your Lobby, or if you are both in a Match Room.
- While viewing a player's profile in the Match Room, a chat message will automatically begin with "/player name ".
- Press the ESC key to cancel a message.

➤ Match Features & Options

➤ **Game Settings**Once you have an opponent and are ready to play a match, you can adjust certain game settings before you choose your teams. If an option is displayed in grey text, you cannot change that parameter. The majority of options are identical to those found in the standard single-player game, and require no introduction. The online-specific options are as follows:

Rating: If you select the "Quick Match" option, you can use this setting to specify if you want to play against a player of a similar skill level (this takes your respective rankings into account), or are happy to play anyone in the mood for a match.

Chat During Gameplay: If you would much prefer to play someone who is happy to chat during a match, select "Yes". If you'd like to avoid chat, select "No" to find a like-minded player.

Time Limit: Time limits are active on menu screens (including the Formation Settings screen) in order to prevent needless delays. You can adjust that time allocation here.

Number of Pauses: The number of times that a player can request a pause during a match is also limited; you can adjust that figure here.

At the Player Settings screen, you can use the Cursor Name Display option to choose to either have your name appear above the player under your control, or the player's name. You can also adjust the cursor change speed. Note that you cannot choose the "Fix" option during online play.

➤ **Match Tips**• Press the START button to request a temporary break in the action to visit the Pause menu (and, from that, the all-important Formation Settings screen). The Pause menu will open when the ball goes out of play. You can cancel a pause request before it is fulfilled by pressing the START button again. Entering the Pause menu uses up one of your limited allocation of pauses per match. There is an exception, however: **if a player has to permanently leave the field of play due to a sending off or an injury, there will be an immediate (and "free") break in play for tactical adjustments.**

- Press SELECT to change the kicker during a set piece, or the player taking a throw-in. The number of times you can do this is limited to prevent certain abuses, but it does not affect your allocation of pause breaks.
- Press the R2 button during replays or highlights to open your preset message list. If you have a USB keyboard, you can also type short messages.
- Instant replays (goal attempts, fouls, et al) can be skipped if both players press either the START or ⊗ buttons.
- The "Fix" cursor setting is not available in Network mode.

➤ **Post-Match Menu**After a match ends, you will receive points for your performance; naturally, you'll earn greater rewards for a 5-0 mauling than a dull 0-0 bore draw. Depending on the play mode, you can choose to play again with the same teams, arrange a rematch with different sides or game options, or simply end the fixture and return to the Lobby. You can also add your opponent to your Friend List.

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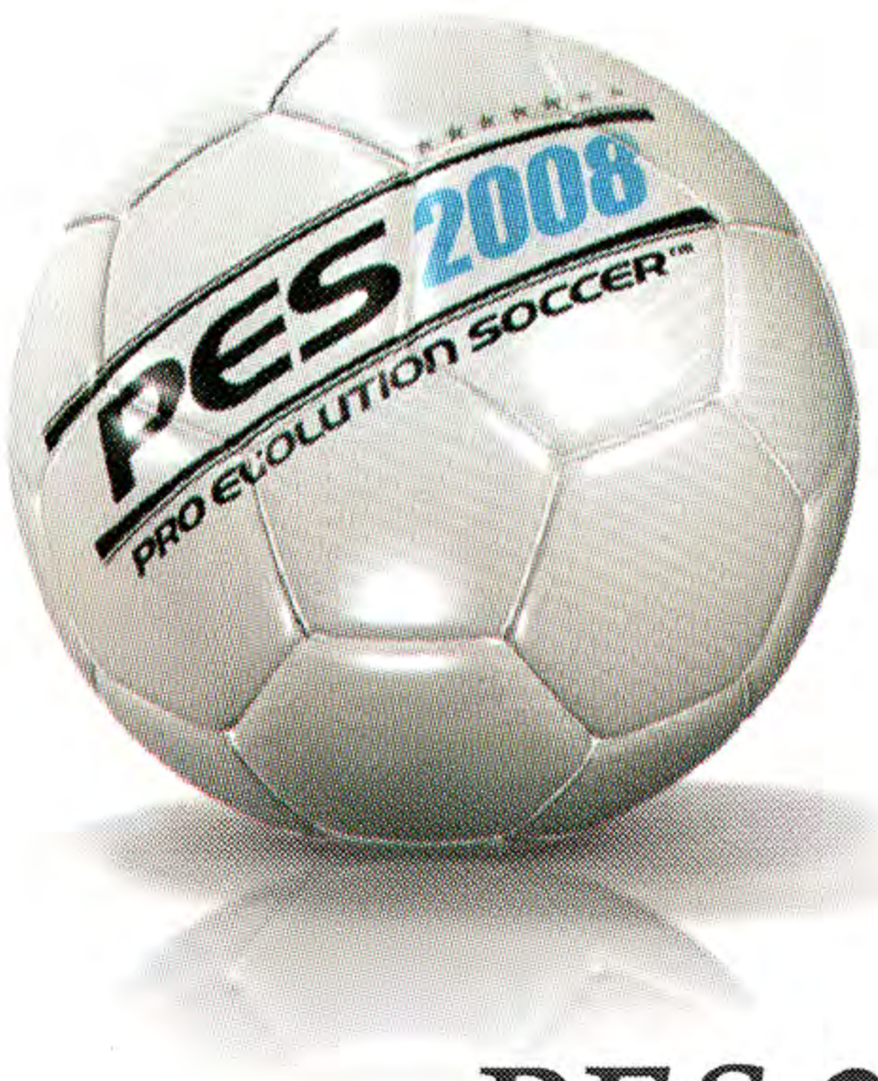
If Soccer's Your Passion...



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